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operations. We also believe that the **object-oriented operating** system must not be on top of a virtual
the scope of this article, nevertheless, we want to **stress** out that the interfacing used remains coherent
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Formally Unsolvable Problems in Software Engineering - J.P.Lewis (1997) (Correct)
is asked to bid on the development of an **object-oriented operating** system for a major company that is
program size needed to produce a desired output **string**. Since this definition deals with output only we
no algorithm for computing the AC of an arbitrary **string**. Rephrasing this for our purposes, it means that
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Persistent Immutable Shared Abstractions - Yih, Swanson, Kessler (Correct)
persistent objects, as part of CLOUDS **object-oriented operating** system project. Each object emulates a
are mapped to native Postgres types, or to a **string** which is evaluated. Specific instances are
Specific instances are externally referenced by **string** names composed of their class name and integer
ftp.cs.utah.edu/pub/pisa.ps.Z

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1 Operating system scenarios as Use Case Maps   ▤

Edward A. Billard

January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth international workshop on Software and performance**, Volume 29 Issue 1

Full text available: 📄 pdf(1.01 MB)   Additional Information: full citation, abstract, references

This paper summarizes the analysis, design, implementation, and performance analysis of an object-oriented operating system. The analysis applies Use Case Maps (UCMs) to provide a high-level abstraction of the behavior scenarios for state transition, character output, network access, and disk access. The UCM for state transitions is converted into a queueing network for simulation study of I/O-bound versus CPU-bound systems. An overview of the later stages emphasizes UML for architecture and det ...

2 Version management in Gypsy   ▤

Ellis S. Cohen, Dilip A. Soni, Raimund Gluecker, William M. Hasling, Robert W. Schwanke, Michael E. Wagner

November 1988 **Proceedings of the third ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments**, Volume 13 , 24 Issue 5 , 2

Full text available: 📄 pdf(1.85 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes the Version Manager of the Gypsy programming support environment, and its integration with the object-oriented extension of Unix1 on which it is built.

3 Distributed operating systems   ▤

Andrew S. Tanenbaum, Robbert Van Renesse

December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Full text available: 📄 pdf(5.49 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

4 An object-oriented operating system interface

Juanita J. Ewing

June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 21 Issue 11

Full text available: 📄 pdf(796.42 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper discusses an object-oriented interface from the Smalltalk-80™ programming environment to a Unix-like operating system. This interface imposes an object-oriented paradigm on operating system facilities. We discuss some of the higher order abstractions that were created to make use of these facilities, and discuss difficulties we encountered implementing this interface. Several examples of cooperating Smalltalk and operating system processes are presented.

5 Lessons learned from implementing the CORBA persistent object service

Jan Kleindienst, František Plášil, Petr Tůma

October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 31 Issue 10

Full text available: 📄 pdf(2.16 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper, the authors share their experiences gathered during the design and implementation of the CORBA Persistent Object Service. There are two problems related to a design and implementation of the Persistence Service: first, OMG intentionally leaves the functionality core of the Persistence Service unspecified; second, OMG encourages reuse of other Object Services without being specific enough in this respect. The paper identifies the key design issues implied both by the intentional la ...

6 Languages: Lisaac: the power of simplicity at work for operating system

Benoît Sonntag, Dominique Colnet

February 2002 **Proceedings of the Fortieth International Confernece on Tools Pacific: Objects for internet, mobile and embedded applications - Volume 10**

Full text available: 📄 pdf(664.68 KB)   Additional Information: full citation, abstract, references, index terms

The design as well as the implementation of the Isaac operating system (Sonntag 2000) led us to set up a new programming language named Lisaac. Many features from the Lisaac language come from the Self programming language (Ungar & Smith 1987). Comparing to Self's skills, Lisaac integrates communications protection mechanisms as well as other tools related to operating systems' design. System interruptions support as well as drivers memory mapping have been considered in the design of Lisaac. Th ...

Keywords: object model, operating system, prototype, self

7 Context-based prefetch – an optimization for implementing objects on relations

Philip A. Bernstein, Shankar Pal, David Shutt

December 2000 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 9 Issue 3

Full text available: 📄 pdf(142.24 KB)   Additional Information: full citation, abstract, index terms

When implementing persistent objects on a relational database, a major performance issue is prefetching data to minimize the number of round-trips to the database. This is especially hard with navigational applications, since future accesses are unpredictable. We propose the use of the context in which an object is loaded as a predictor of future accesses, where a context can be a stored collection of relationships, a query result, or a complex object. When an object O's state is loaded, similar ...

8 DROOPI: towards a generic middleware

Thomas Quinot, Fabrice Kordon, Laurent Pautet
June 2001 **ACM SIGAda Ada Letters**, Volume XXI Issue 2

Full text available: pdf(1.34 MB)   Additional Information: full citation, abstract, references

This paper presents our work to bridge the Ada 95 Distributed Systems Annex (DSA) and CORBA to take advantages of both environments facilities. Our project consists in two successive steps. The first one is CIAO, a DSA to CORBA translator. The second one aims at the definition of a generic middleware to be customized to DSA and CORBA. We propose a definition and an architecture of services for a generic middleware, *DROOPI,* and explain how it can be customized according various cr ...

9 SW 2 - An object-based programming environment

Mark R. Laff, Brent Hailpern
June 1983 **Proceedings of the ACM SIGPLAN 85 symposium on Language issues in programming environments**, Volume 18 , 20 Issue 6 , 7

Full text available: pdf(954.26 KB)   Additional Information: full citation, abstract, references, index terms

Programming systems traditionally deal with only a few different types of data objects. Operating-system command languages, for example, are concerned with files and programs. Typical programming languages deal with computer-related objects such as integers, strings, arrays, and records. This is in sharp contrast to the variety of real-world objects that people reason about. Smallworld is a programming environment in which the real world is represented by objects that have ...

10 A relational approach to monitoring complex systems

Richard Snodgrass
May 1988 **ACM Transactions on Computer Systems (TOCS)**, Volume 6 Issue 2

Full text available: pdf(3.42 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Monitoring is an essential part of many program development tools, and plays a central role in debugging, optimization, status reporting, and reconfiguration. Traditional monitoring techniques are inadequate when monitoring complex systems such as multiprocessors or distributed systems. A new approach is described in which a historical database forms the conceptual basis for the information processed by the monitor. This approach permits advances in specifying the low-level data collection, ...

11 An object-oriented file system—an example of using the class hierarchy framework concept

Tomas Smolik
April 1995 **ACM SIGOPS Operating Systems Review**, Volume 29 Issue 2

Full text available: pdf(1.20 MB)   Additional Information: full citation, abstract, index terms

This paper presents the design of an object-oriented file system which was developed as a part of the "OBJIX Object-Oriented Operating System" project. The file system is a self-contained program system which is decomposed using a standard object-oriented framework concept. A novel approach to object-oriented frameworks, the Class Hierarchy Framework concept recapitulated in this paper, is employed in structuring components of the file system. Further, this paper illustrates on an example how th ...

Keywords: class hierarchy framework concept, decomposition, object-oriented file system, object-oriented framework, object-oriented operating system, structuring

12 <u>File systems: Impact of application scale and diversity on file systems</u>
Murthy Devarakonda
September 1994 **Proceedings of the 6th workshop on ACM SIGOPS European workshop:
Matching operating systems to application needs**
Full text available: pdf(410.42 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

This position paper examines file system requirements of a few, large-scale, emerging
applications. While these applications require some new functions that have never been
implemented before, mostly they need customization of existing functions. Building a new
file system for each application is not economically viable, but this is what is happening
today either directly or indirectly.

13 <u>Creating abstract superclasses by refactoring</u>
William F. Opdyke, Ralph E. Johnson
March 1993 **Proceedings of the 1993 ACM conference on Computer science**

Full text available: <u>pdf(906.49 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index
terms</u>

This paper focuses on object-oriented programming and one kind of structure-improving
transformation (refactoring) that is unique to object-oriented programming: finding abstract
superclasses. We decompose the operation of finding an abstract superclass into a set of
refactoring steps, and provide examples. We discuss techniques that can automate or
automatically support these steps. We also consider some of the conditions that must be
satisfied to perform a refactoring safely; some ...

14 <u>Architecture of the Symbolics 3600</u>
David A. Moon
June 1985 **ACM SIGARCH Computer Architecture News , Proceedings of the 12th
annual international symposium on Computer architecture**, Volume 13 Issue 3
Full text available: pdf(802.91 KB)   Additional Information: <u>full citation</u>, <u>citings</u>, <u>index terms</u>

15 <u>Languages: AspectC++: an aspect-oriented extension to the C++ programming
language</u>
Olaf Spinczyk, Andreas Gal, Wolfgang Schröder-Preikschat
February 2002 **Proceedings of the Fortieth International Confernece on Tools Pacific:
Objects for internet, mobile and embedded applications - Volume 10**
Full text available: pdf(1.10 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index
terms</u>

Small embedded systems are forced to operate under extreme resource constraints. At the
same time these systems are very complex and many concerns in the implementation of
such systems are of highly crosscutting nature. The concept of aspect orientation can be
applied to allow a modular implementation of these concerns. With AspectJ the first
complete and powerful language extension for aspect-oriented programming (AOP) has been
created. However, the costs of the Java run-time environment are no ...

Keywords: C++, aspect-oriented programming

16 <u>Scalable high-speed prefix matching</u>
Marcel Waldvogel, George Varghese, Jon Turner, Bernhard Plattner
November 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 4

Full text available: 📄 pdf(933.02 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Finding the longest matching prefix from a database of keywords is an old problem with a number of applications, ranging from dictionary searches to advanced memory management to computational geometry. But perhaps today's most frequent best matching prefix lookups occur in the Internet, when forwarding packets from router to router. Internet traffic volume and link speeds are rapidly increasing; at the same time, a growing user population is increasing the size of routing tables against which p ...

Keywords: collision resolution, forwarding lookups, high-speed networking

17 <u>Representation and modeling of distributed computer systems</u>
Armen Gabrielian
December 1983 **Proceedings of the 15th conference on Winter simulation - Volume 1**
Full text available: 📄 <u>pdf(360.54 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

The general problem of the representation and performance-oriented modeling of the behavior of distributed computer systems is discussed. A description of an integrated System Design/Static and Dynamic Modeling (SD/SDM) tool set is presented. In SD/SDM, a data base organization is used for the representation of the architecture, load, application software and the operating system of a distributed system. Modeling is performed statically or dynamically through a generic simulation model that ...

18 <u>The Flux OSKit: a substrate for kernel and language research</u>
Bryan Ford, Godmar Back, Greg Benson, Jay Lepreau, Albert Lin, Olin Shivers
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5
Full text available: 📄 <u>pdf(2.47 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

19 <u>Distributed form management</u>
Heikki Hämmäinen, Eero Eloranta, Jari Alasuvanto
January 1990 **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 1
Full text available: 📄 <u>pdf(2.24 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

An open architecture for distributed form management is described. The model employs object-orientation in describing organizational units as well as individual users as entities with uniform external interfaces. Each entity is represented by an autonomous user agent which operates on local and migrating forms. The form concept encapsulates data, layout, and rules into a unified object which is the basic unit of presentation, processing, storage, and commun ...

20 <u>Mirage: a coherent distributed shared memory design</u>
B. Fleisch, G. Popek
November 1989 **ACM SIGOPS Operating Systems Review , Proceedings of the twelfth ACM symposium on Operating systems principles**, Volume 23 Issue 5
Full text available: 📄 <u>pdf(1.63 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Shared memory is an effective and efficient paradigm for interprocess communication. We are concerned with software that makes use of shared memory in a single site system and its extension to a multimachine environment. Here we describe the design of a distributed shared memory (DSM) system called Mirage developed at UCLA. Mirage provides a form of

network transparency to make network boundaries invisible for shared memory and is upward compatible with an existing interfac ...

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